PENGEMBANGAN PETA DIGITAL BERBASIS *PROJECT BASED LEARNING* MATERI KERAGAMAN SUKU BANGSA DAN BUDAYA DI INDONESIA MUATAN IPAS KELAS V SD NO. 1 KUTUH KECAMATAN KUTA SELATAN

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun peta digital berbasis *project based learning* materi keragaman suku bangsa dan budaya di Indonesia muatan IPAS Kelas V SD No. 1 Kutuh Kecamatan Kuta Selatan, (2) mengetahui kelayakan peta digital berbasis *project based learning* materi keragaman suku bangsa dan budaya di Indonesia, (3) mengetahui efektivitas peta digital berbasis *project based learning* materi keragaman suku bangsa dan budaya di Indonesia. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data dalam penelitian ini menggunakan metode kuesioner. Teknik analisis data menggunakan teknik deskirptif kunatitatif dan statistik inferensial uji-t. Hasil penelitian ini berupa (1) rancang bangun peta digital berbasis *project based learning* memperoleh hasil dari penilaian ahli rancang bangun sebesar 90,1% dengan kualifikasi sangat baik, (2) kelayakan peta digital berbasis *project based learning* memperoleh hasil penilaian oleh ahli isi pembelajaran sebesar 92,5% dengan kualifikasi sangat baik, ahli desain instruksional sebesar 91,5% dengan kualifikasi sangat baik, ahli media pembelajaran sebesar 91,6% dengan kualifikasi sangat baik, uji coba perorangan sebesar 94,3% dengan kualifikasi sangat baik, uji coba kelompok kecil sebesar 94,4% dengan kualifikasi sangat baik, (3) efektivitas peta digital berbasis *project based learning* berdasarkan hasil uji-t *sample dependet* diperoleh t_{hitung} = 25,8 sedangkan t_{tabel} dengan taraf signifikansi 5% dengan dk = n1-1 = 28 -1 = 27diperoleh t_{tabel} sebesar 1,703 hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukan bahwa produk peta digital berbasis *project based learning* efektif untuk diterapkan pada materi keragaman suku bangsa dan budaya di Indonesia muatan IPAS kelas V SD No. 1 Kutuh Kecamatan Kuta Selatan.

Kata Kunci: Peta Digital, *Project Based Learning,* IPAS, Keragaman Suku Bangsa dan Budaya di Indonesia

DEVELOPMENT OF DIGITAL MAP BASED ON PROJECT BASED LEARNING ON ETHNIC AND CULTURAL DIVERSITY IN INDONESIA, SCIENCE CONTENT FOR GRADE V OF ELEMENTARY SCHOOL NO. 1 KUTUH, SOUTH KUTA DISTRICT

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ABSTRACT

This study aims to (1) determine the design of digital map based on project based learning on the material of ethnic and cultural diversity in Indonesia, science content for Grade V of Elementary School No. 1 Kutuh, South Kuta District, (2) determine the feasibility of digital map based on project based learning on the material of ethnic and cultural diversity in Indonesia, (3) determine the effectiveness of digital map based on project based learning on the material of ethnic and cultural diversity in Indonesia. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection method in this study uses the questionnaire method. Data analysis techniques used quantitative descriptive techniques and t-test inferential statistics. The results of this study are (1) the design of a digital map based on project based learning obtained results from the assessment of design experts of 90.1% with very good qualifications, (2) the feasibility of a digital map based on project based learning obtained results from the assessment of learning content experts of 92.5% with very good qualifications, instructional design experts of 91.5% with very good qualifications, learning media experts of 91.6% with very good qualifications, individual trials of 94.3% with very good qualifications, small group trials of 94.4% with very good qualifications, (3) the effectiveness of a digital map based on project based learning based on the results of the dependent sample t-test obtained $t\_count = 25.8$ while t_table with a significance level of 5% with dk = n1-1 = 28 -1 = 27 obtained t_table of 1.703, this means $t\_count > t\_table$, so H_0 is rejected and H_1 is accepted. Thus, the results of this study indicate that digital map products based on project based learning are effective to be applied to the material of ethnic and cultural diversity in Indonesia, the content of science subjects for grade V of SD No. 1 Kutuh, South Kuta District.

Keywords: Digital Map, Project Based Learning, Science subjects, Ethnic and Cultural Diversity in Indonesia